



Screen pictures shown
may be different machine
versions of game.



4 for the price of 1! Give your Commodore a thrill overdose!
4 pour le prix d'un! Donnez à votre Commodore une overdose de
santations fortes!
Vier Spiele zum Preis von einem! Geben Sie Ihrem Commodore eine
Überdosis Spannung!
4 al prezzo di uno! Date un'ecitante overdose al vostro Commodore!
4 por el precio de uno! Dale a tu Commodore una buena dosis de
entusiasmo!
4 voor de prijs van één! Haal het uiterste uit uw Commodore!
Tilbud om 4 spil, der
ikke koster mere end
eet. Giv Deres
Commodore en
spændende
overdosis.



CBM
64 128

arcade
classics



SILVER
199
RANGE

COMMODORE 64/128

arcade
classics



FIREBIRD

Look out for these exciting titles in the
Firebird 199 Silver Range for your
Commodore 64/128 computer*

Booty	Mermaid Madness
Caverns of Eriban	Microrhythm
Chickin Chase	Ninja Master
Decathlon	Olli and Lissa
Denarius	Park Patrol
Force One	Pneumatic Hammers
Freak Factory	Raging Beast
Galaxibirds	Realm
Gerry the Germ	Spiky Harold
GoGo the Ghost	The Prince
Gunstar	Thrust
Happiest Days of Your Life	Twinky Goes Hiking
Harvey Headbanger	UFO
Hero	Warhawk
I-Ball	Willow Pattern
Imagination	Zolyx
Mad Nurse	Zone Ranger

*Correct at time of printing

MAIL ORDER

If you are having problems obtaining any of our other games from the exciting Silver Range you can order them directly from our Mail Order department. Please state the name of the game, machine and quantity required. All enclosed crossed cheques/P.O.s should be made payable to FIREBIRD SOFTWARE. All orders are subject to availability. Games will be despatched promptly. All prices are inclusive of VAT and postage.

MAIL ORDER TO:

**AUNTIE KAY
FIREBIRD SOFTWARE
64/76 NEW OXFORD STREET
LONDON WC1A 1PS**

A free catalogue of all Telecomsofts products together with posters is available on request.

Firebird Software,
64/76 New Oxford Street, London WC1A 1PS.
Firebird and the Firebird logo are registered trademarks of British Telecommunications plc

ARCADE CLASSICS

1987 UBIK

THE GAME

Re-live those great moments of arcade hysteria with these four great blasts from the past. Remember Space Invaders? Well, those crafty aliens are ready to challenge you again. The Snakes are still hungry and are not particularly fussy about what they eat, be it food or the other snake! Transport yourself back to the Asteroid belt and zap those asteroids before you are smashed by them. Dare you take up the challenge of the deadly duel of Space Wars? Well this and the other great challenges from the halcyon days of the arcades are available on this astounding compilation.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual
2. Place the rewound cassette into the cassette unit, and press PLAY
3. Press RUN/STOP and SHIFT simultaneously on your Commodore

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key
2. Now follow the instructions for Commodore 64 owners above

NOTE: Full loading instructions can be found in your Commodore Manual

PLAYING THE GAME

To select a game, move the joystick to the desired game and press RETURN

To return to the menu, press RESTORE

Space Invaders

A = Left D = Right Return = Fire

Move your defending craft left and right to avoid the invading aliens and shoot them into oblivion as quickly as possible before they destroy you

Asteroids

Rotate left = Z Rotate Right = X Thrust = Shift Hyperspace = Space Fire = Return
Your Thracian fighter craft is entrapped by the interplanetary asteroid belt between Sirius 5 and Sirius 6. The only way through is to blast the speeding debris into oblivion and avoid the shattered fragments of rock as you go. As a last resort the hyperspace facility will transport you to another location within your spacial zone. As the colossal asteroids speed past you, threatening your Thracian fighter craft, one mistake can cost you your life. This is truly a game of skill and split second timing!

Snakes

Left-Right = Choose time limit Q = Up Z = Down I = Left P = Right
Eating food makes you grow longer. You can eat the last half of the other player's tail. To trap the opposing player scores you 20 points while eating food scores you 1-9 points

Space War

Joystick and/or keyboard controls.
Select difficulty by moving joystick left or right to selected function, or pressing the Z and X keys. Select required option by pressing SPACE. To start the game, press RETURN

Keyboard Controls

Z = Left X = Right Right Shift = Thrust Return = Fire

Pit your wits against your opponent with 1 player on a joystick connected to Port 1 of your Commodore and the other player using the keyboard controls. Avoid the enemy missiles and try to stop your ship from crashing into the planet

WARNING: Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.